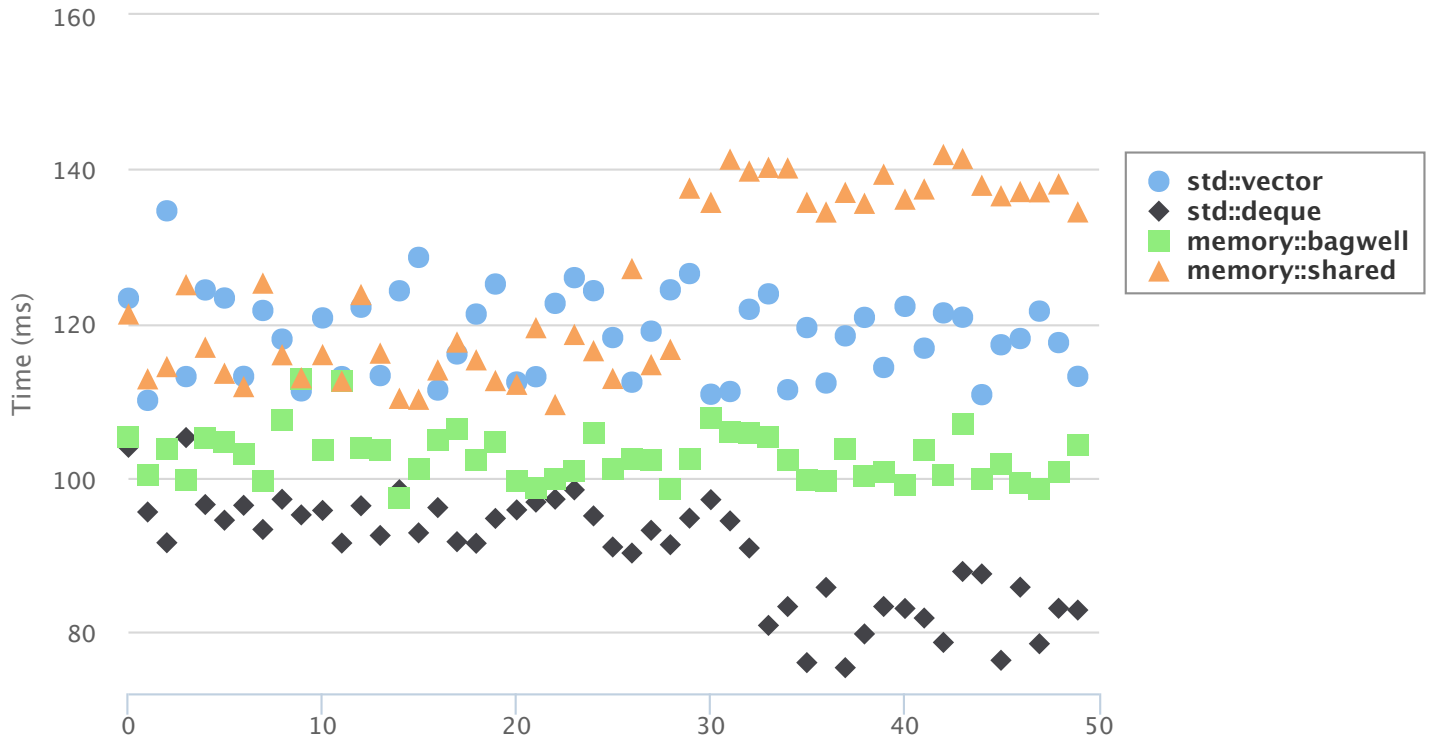
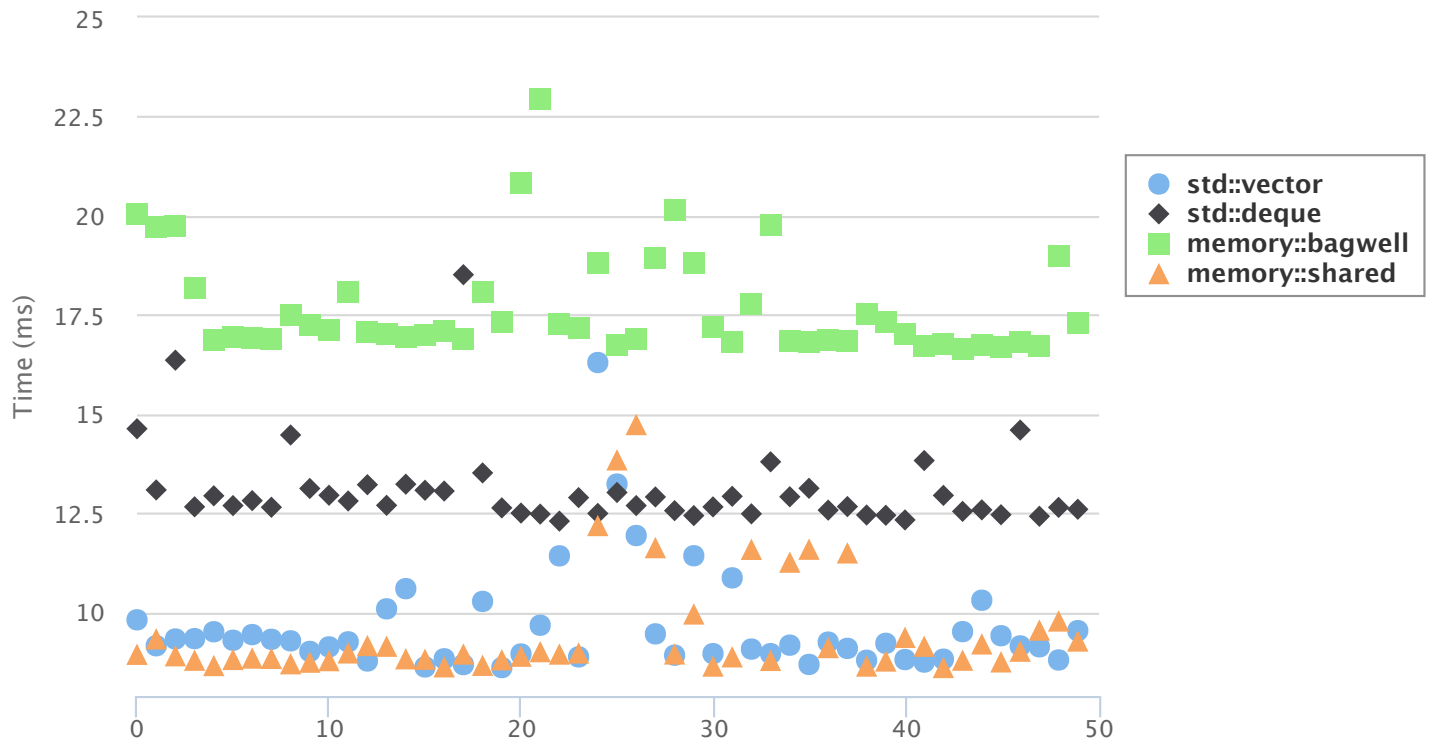


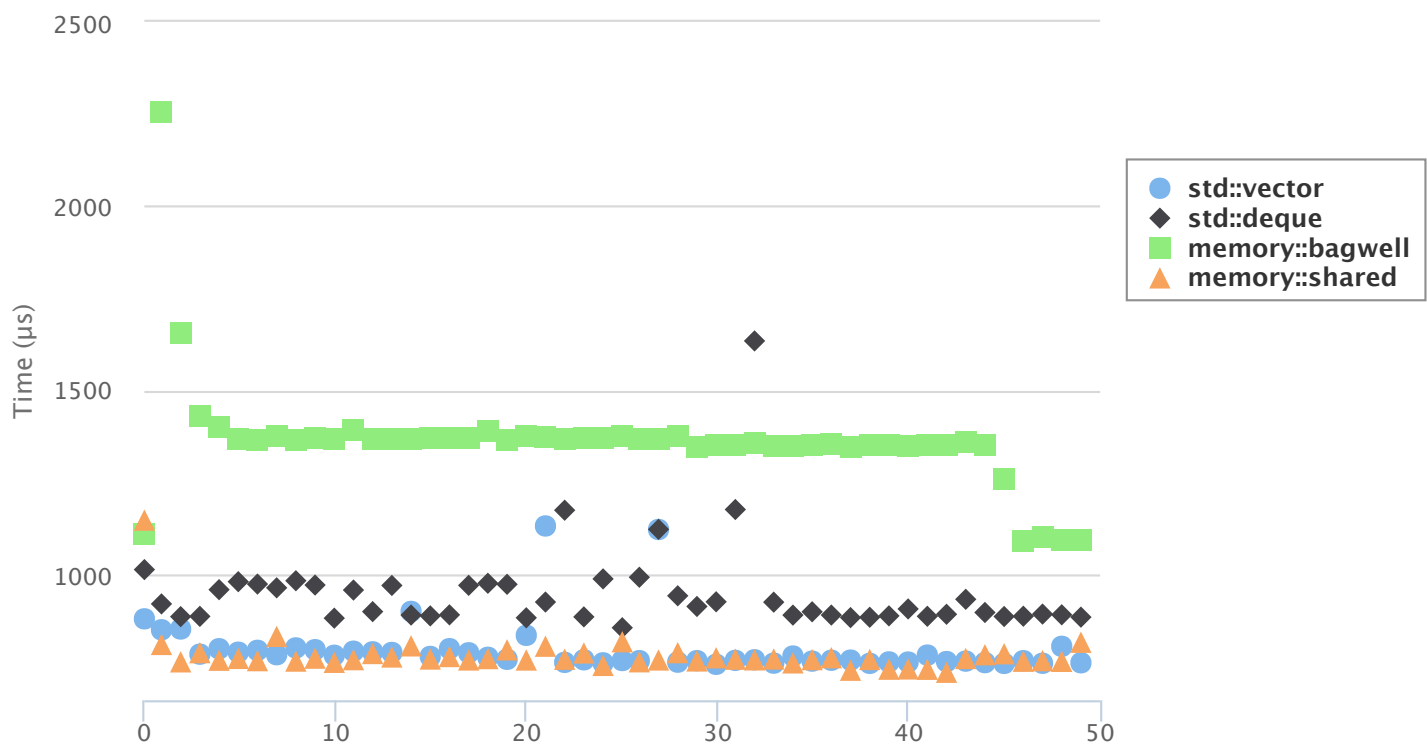
Construction — 50000000



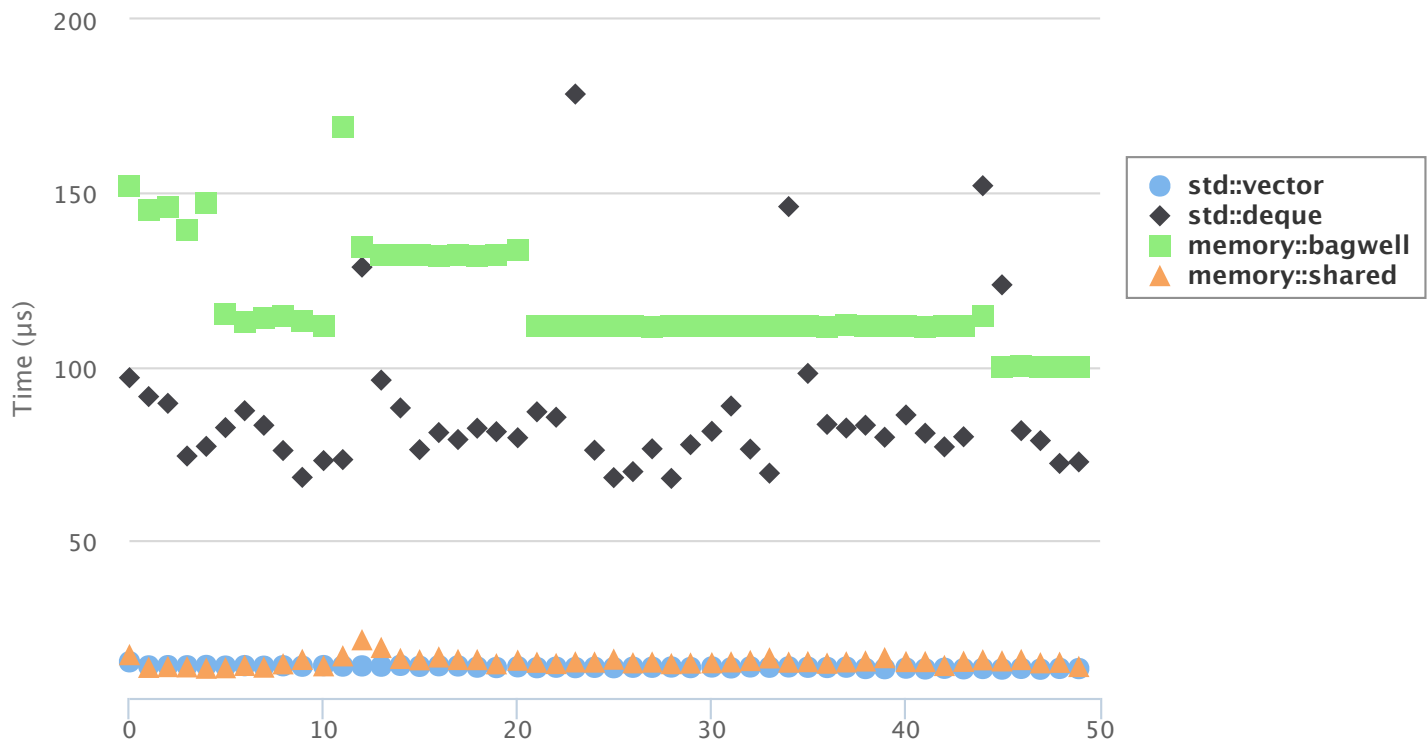
Construction — 100000000



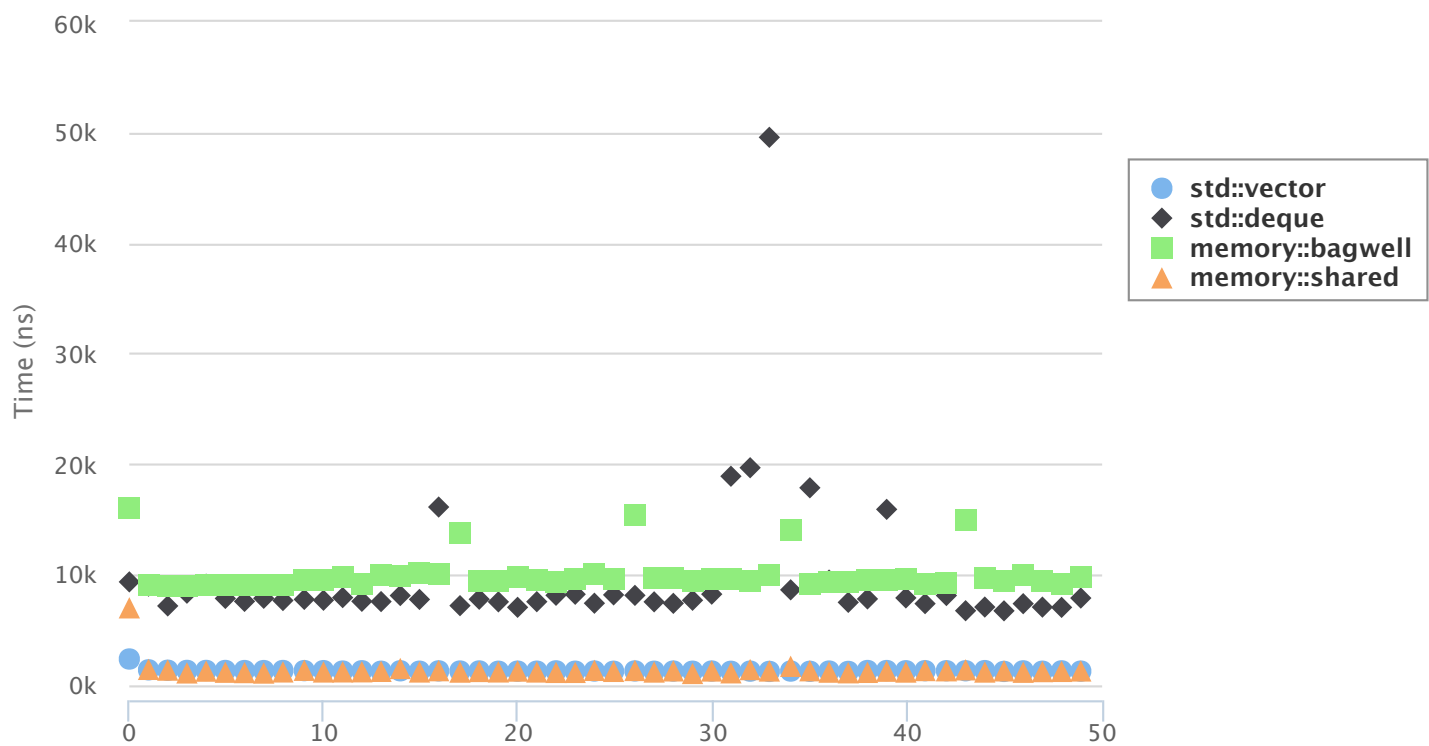
## Construction — 1000000



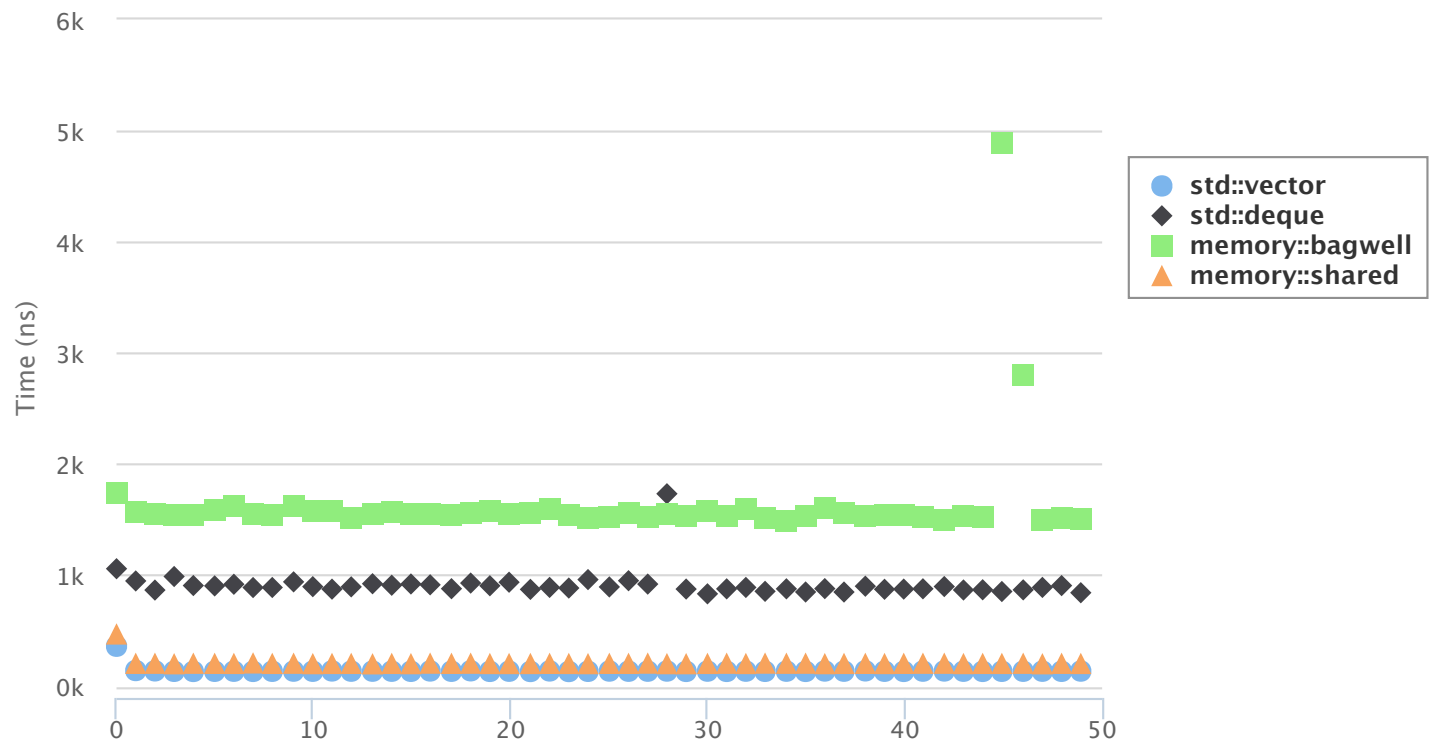
## Construction — 100000



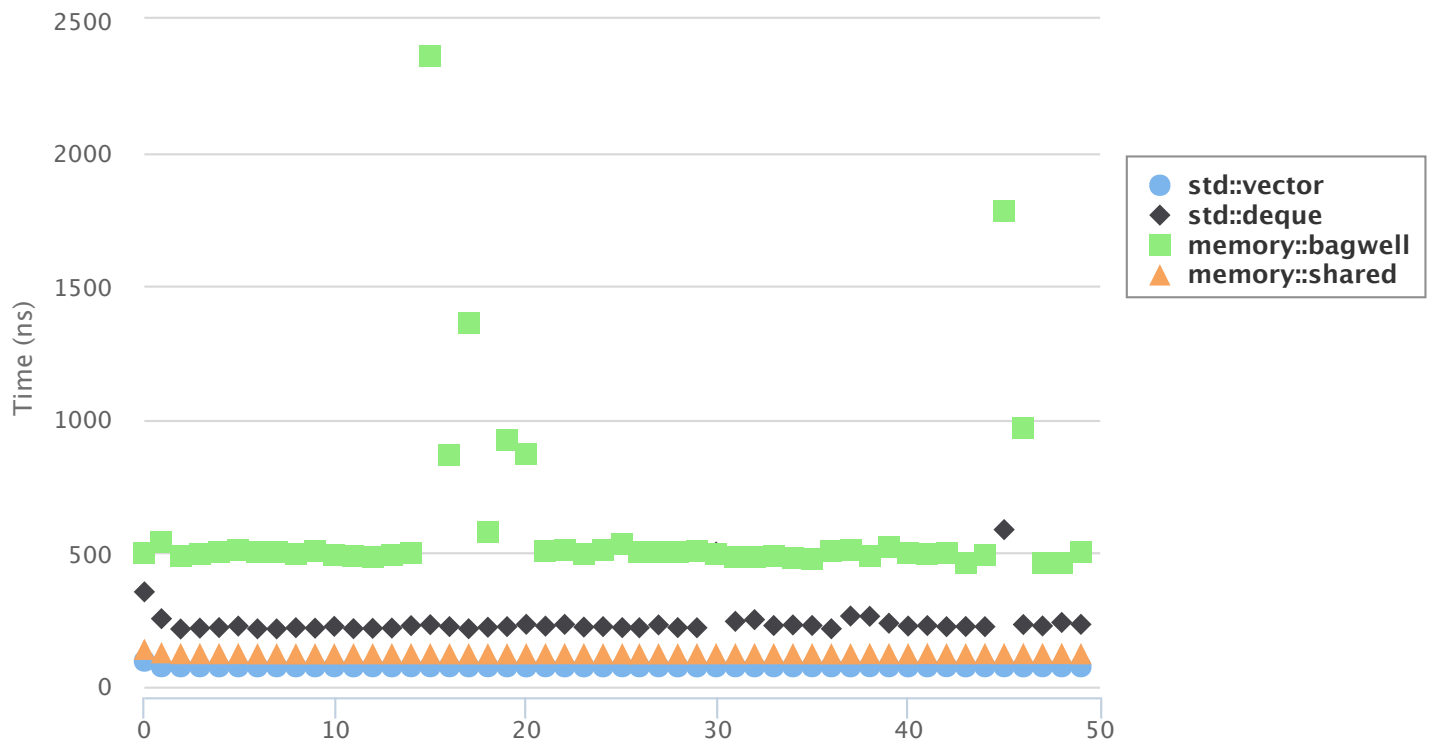
## Construction — 10000



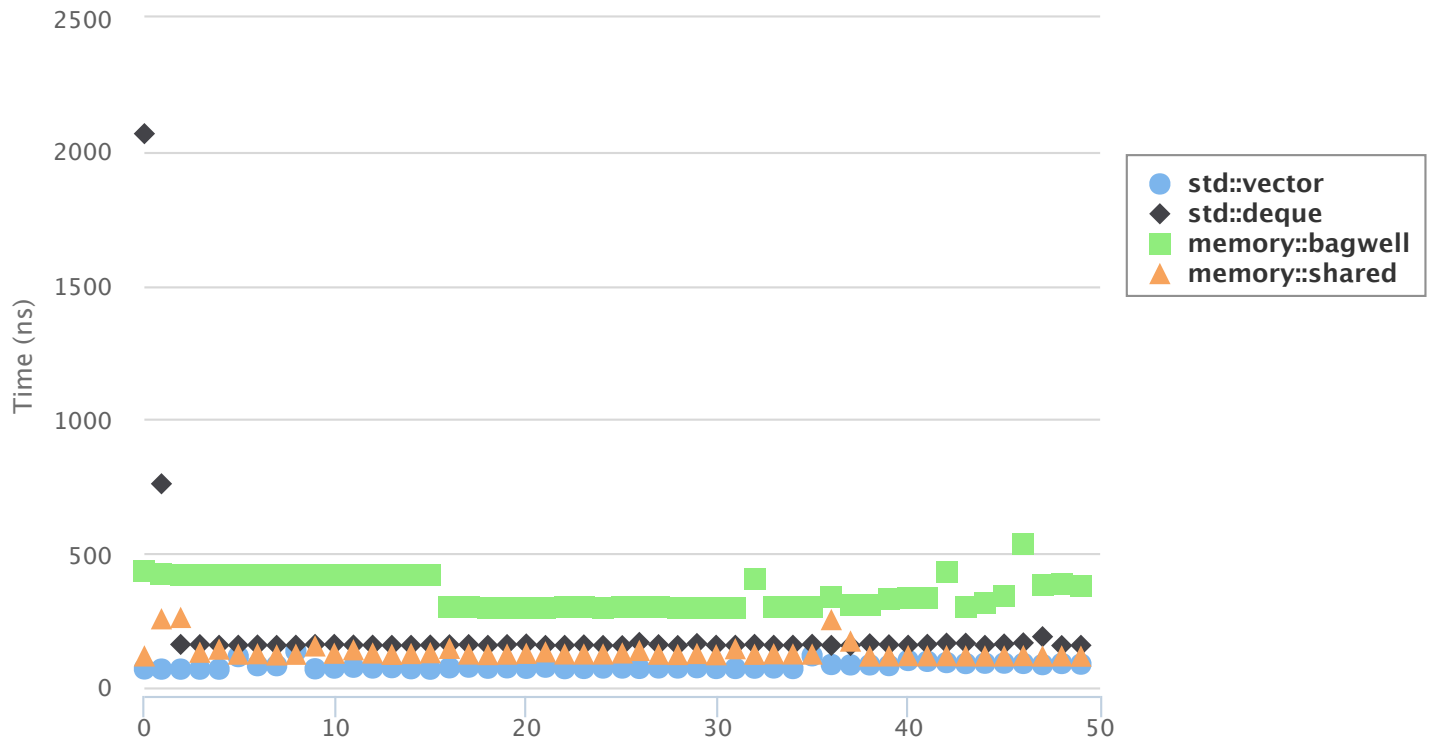
## Construction — 1000



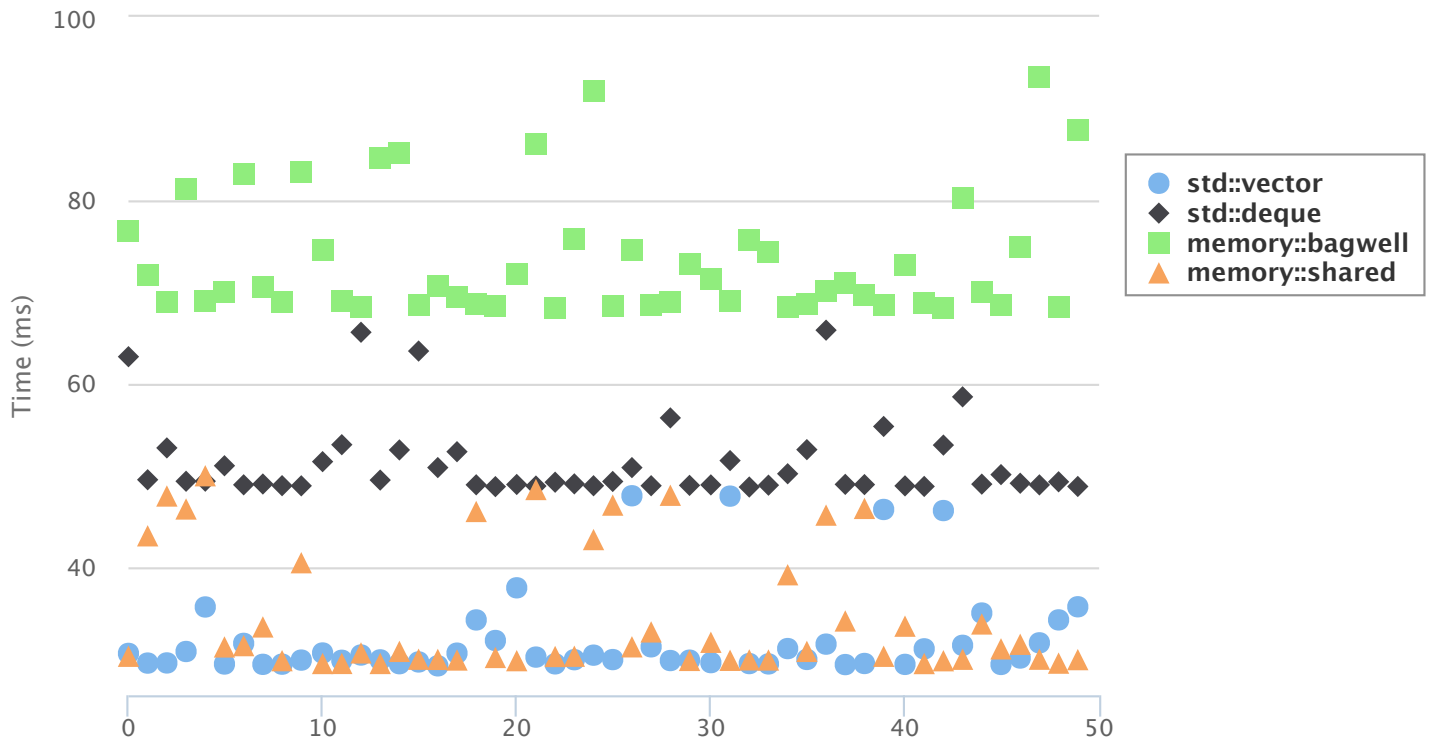
## Construction — 100



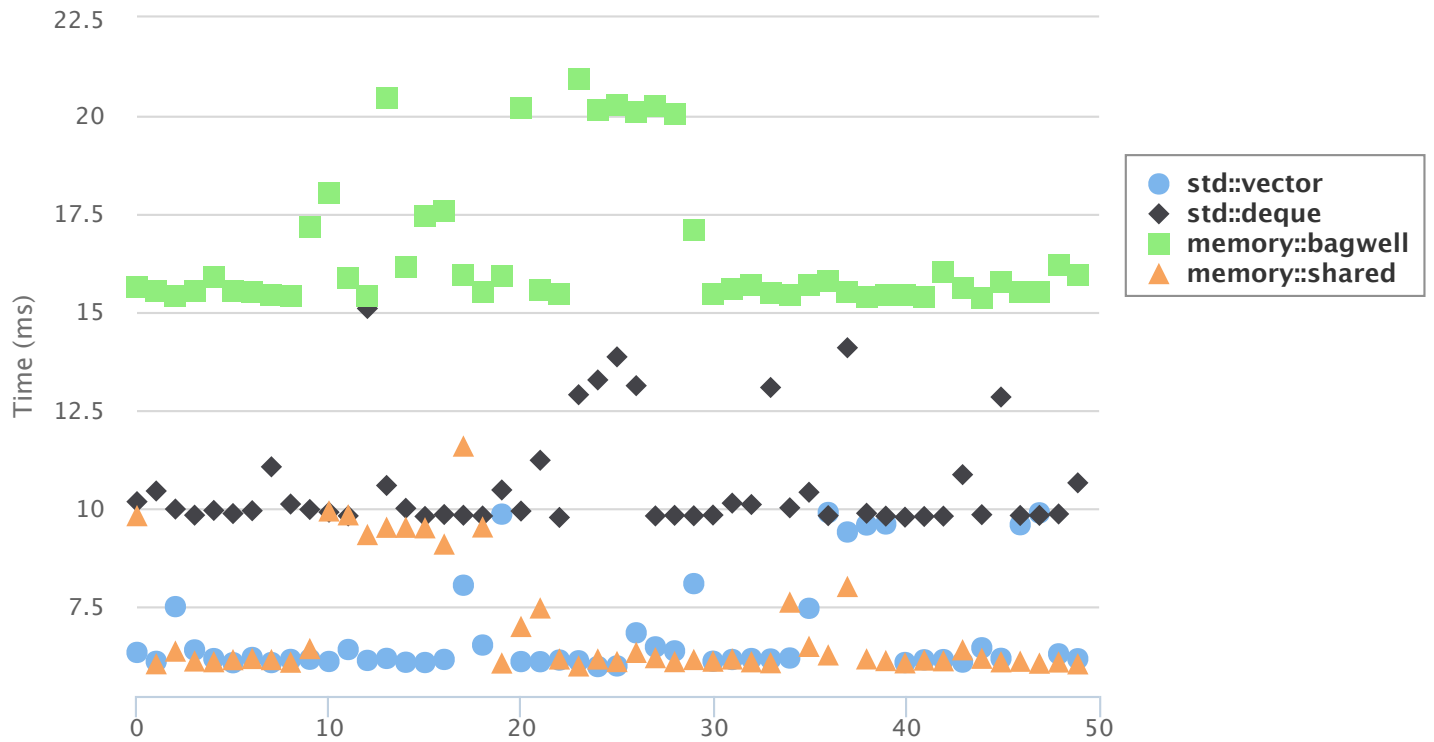
## Construction — 10



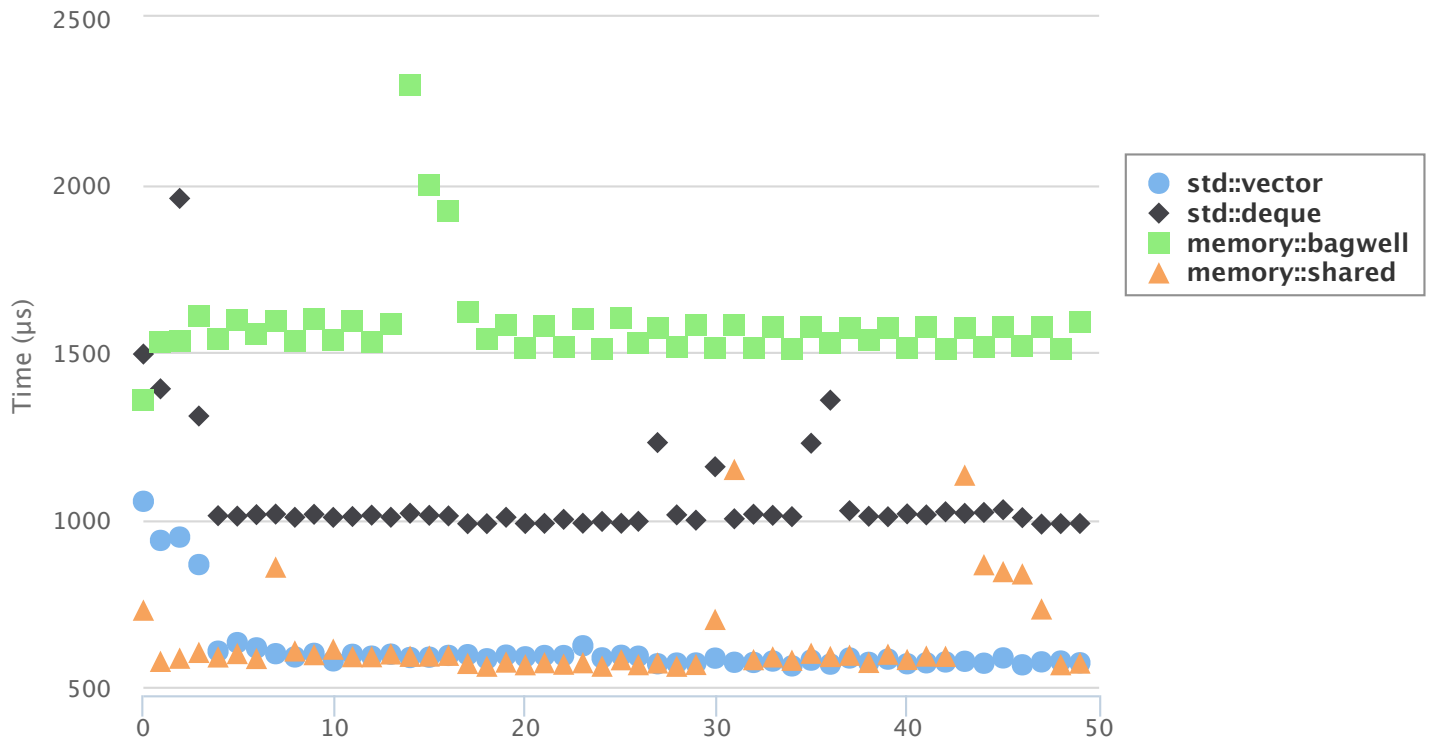
Random Indexing — 50000000



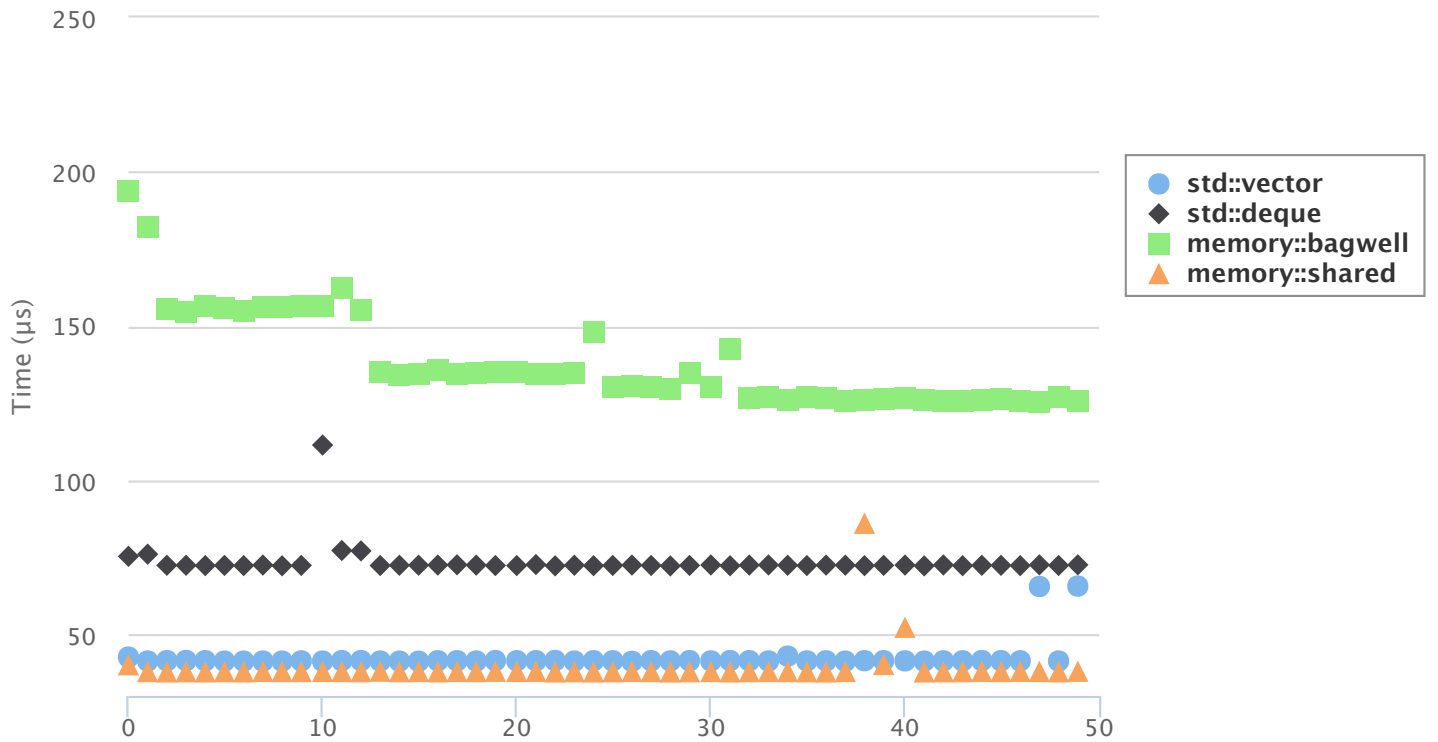
Random Indexing — 100000000



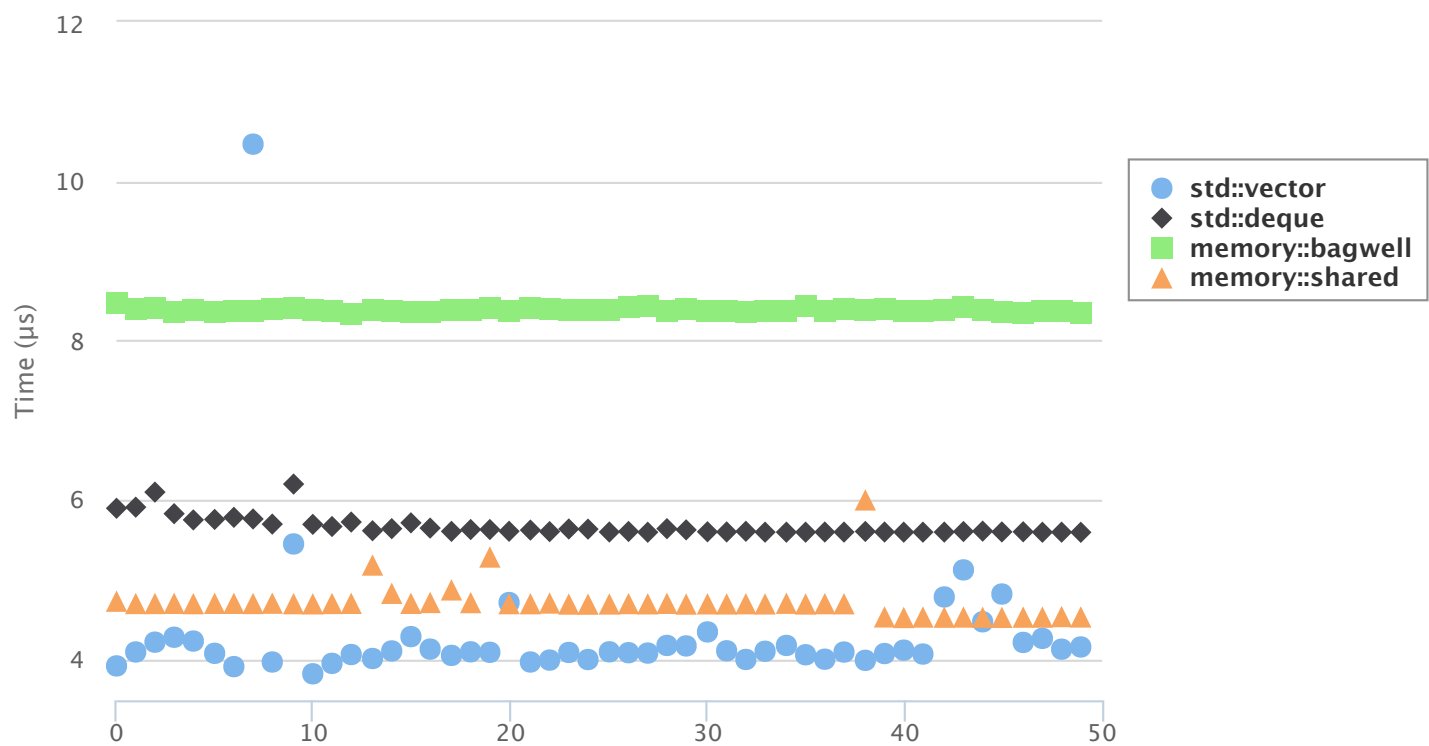
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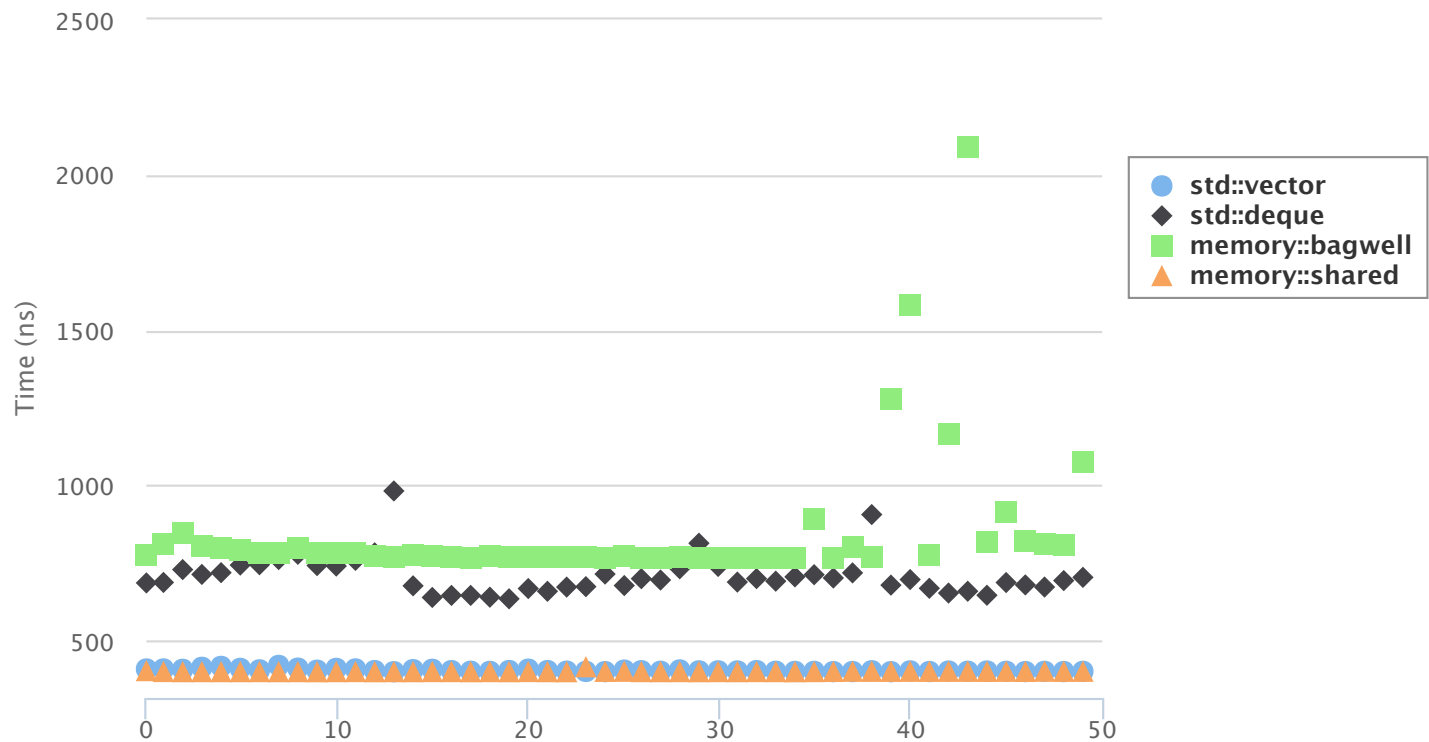
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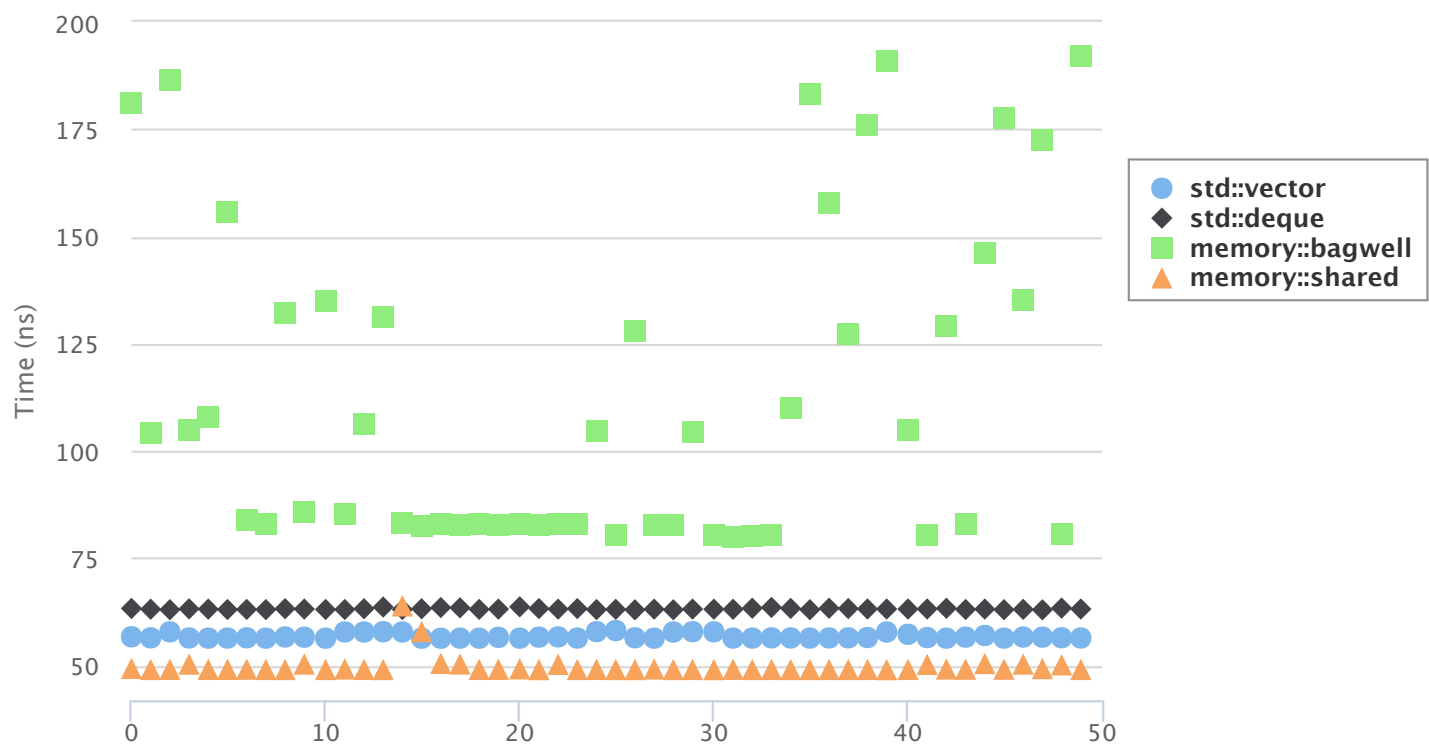
## Random Indexing — 10000



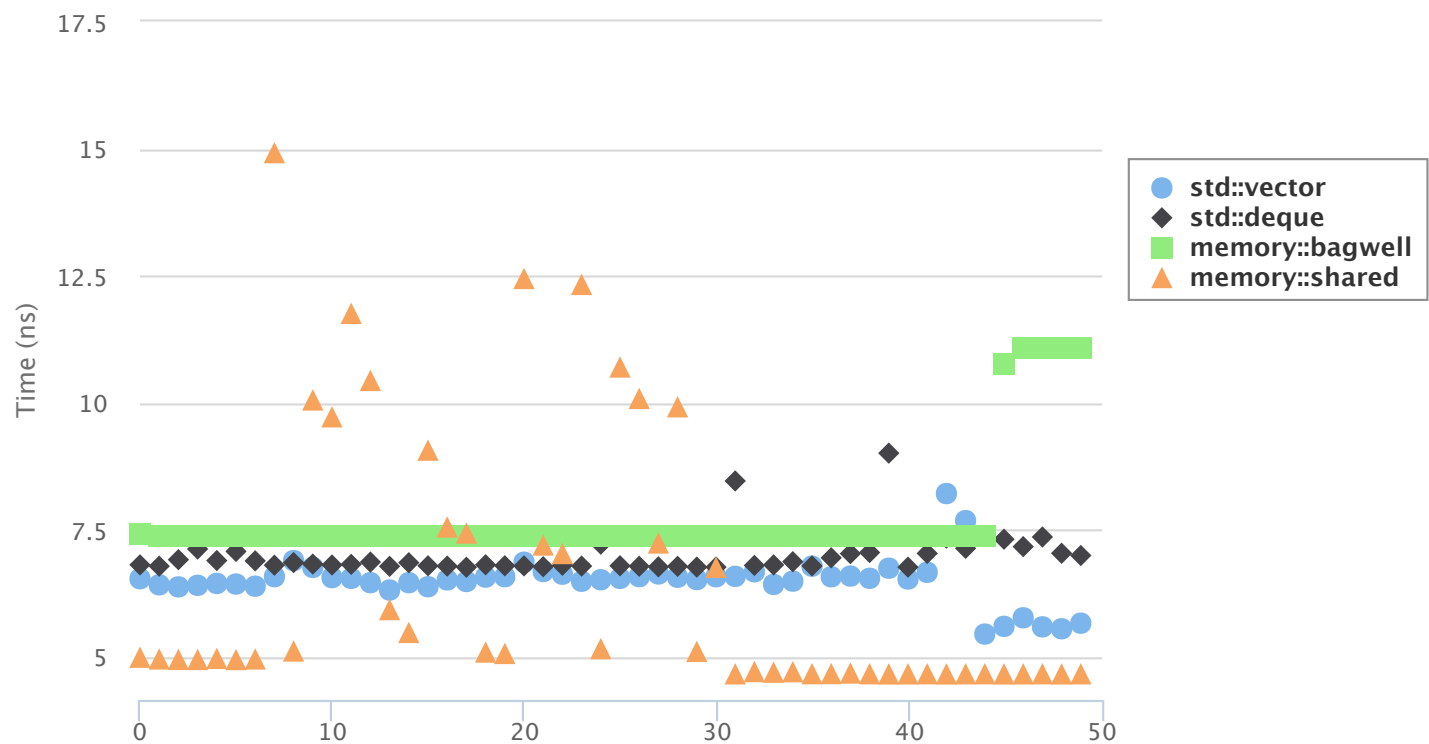
## Random Indexing — 1000



# Random Indexing — 100

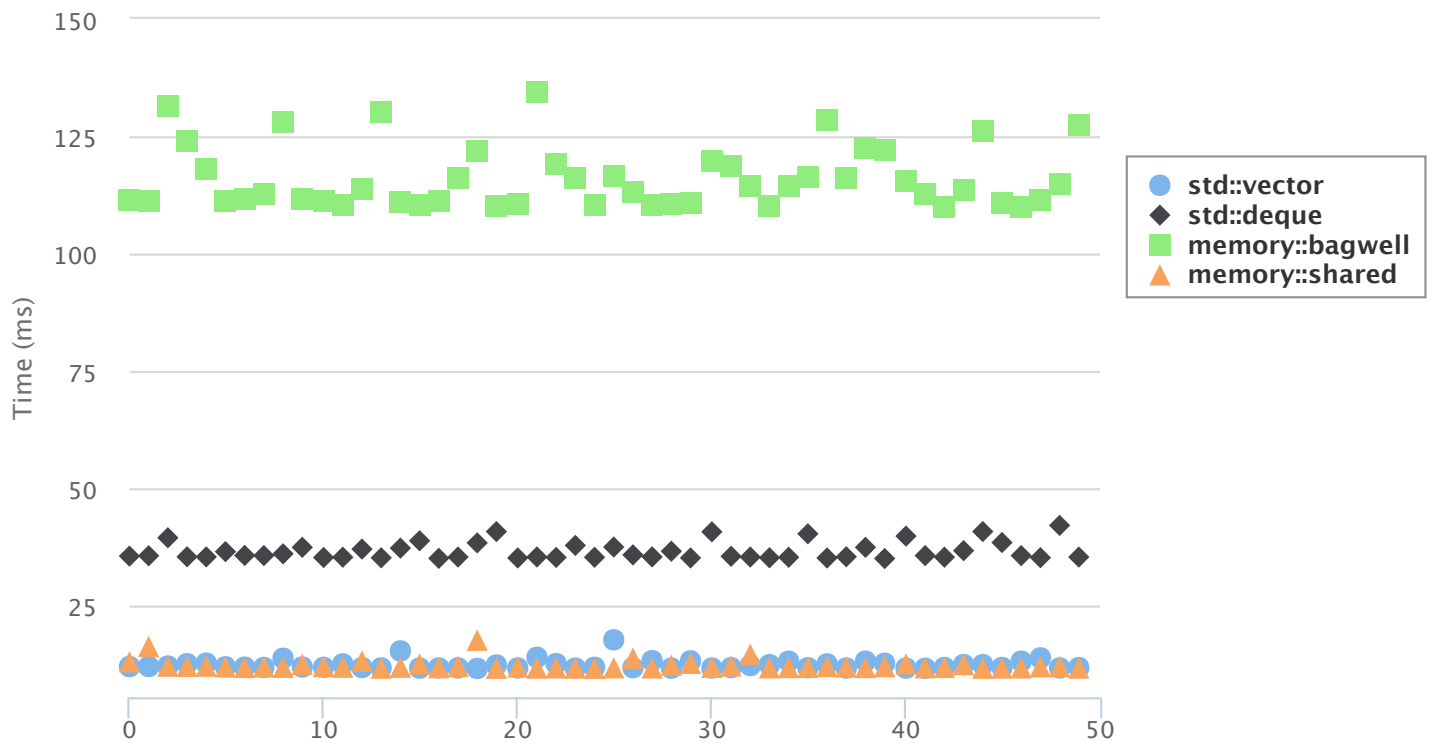


# Random Indexing — 10

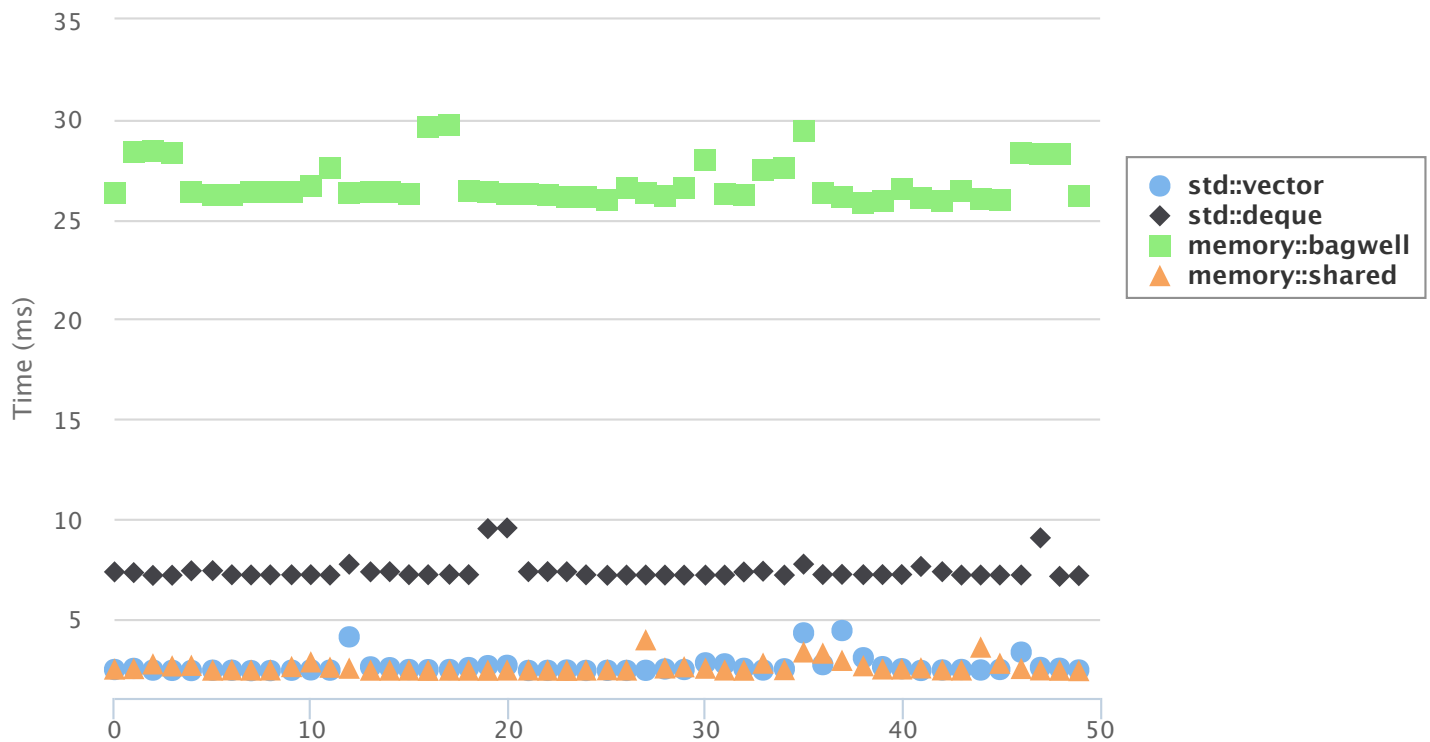




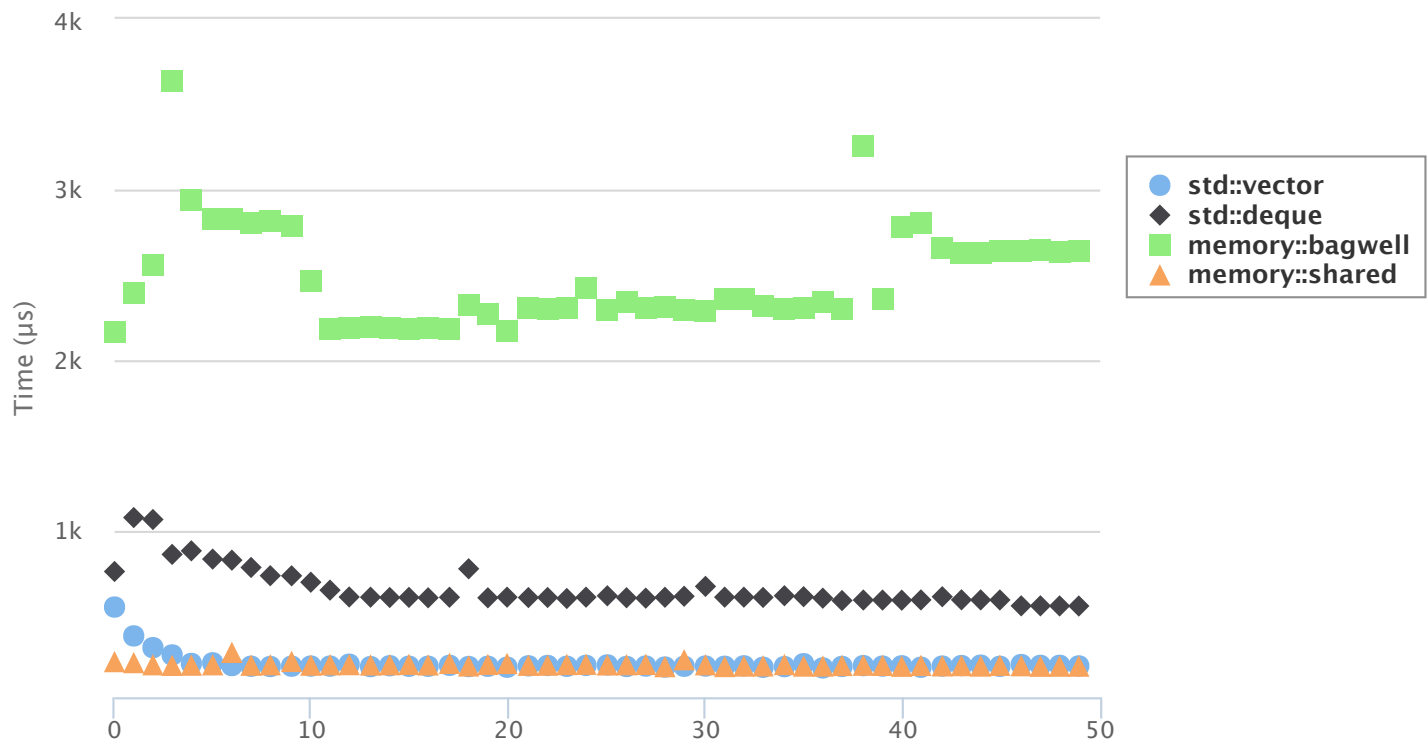
## Linear Indexing — 50000000



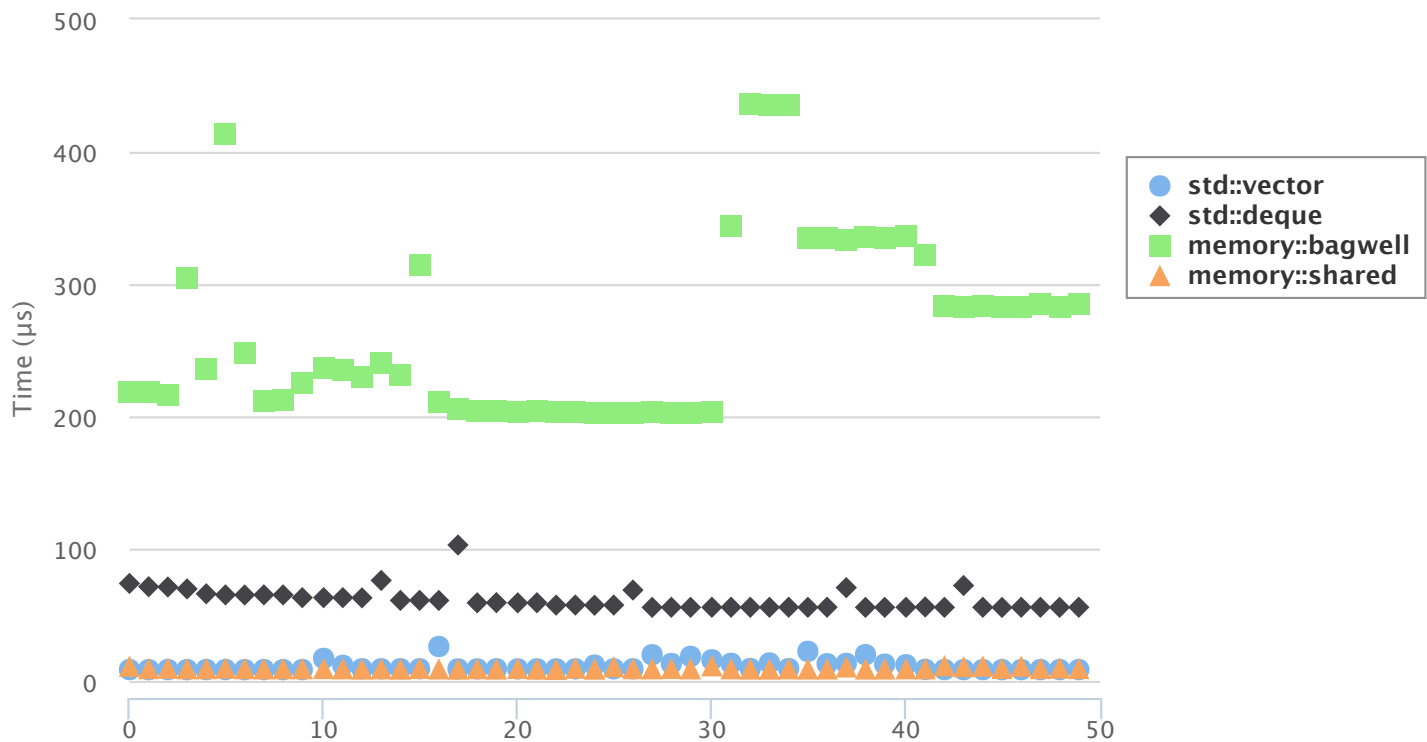
## Linear Indexing — 10000000



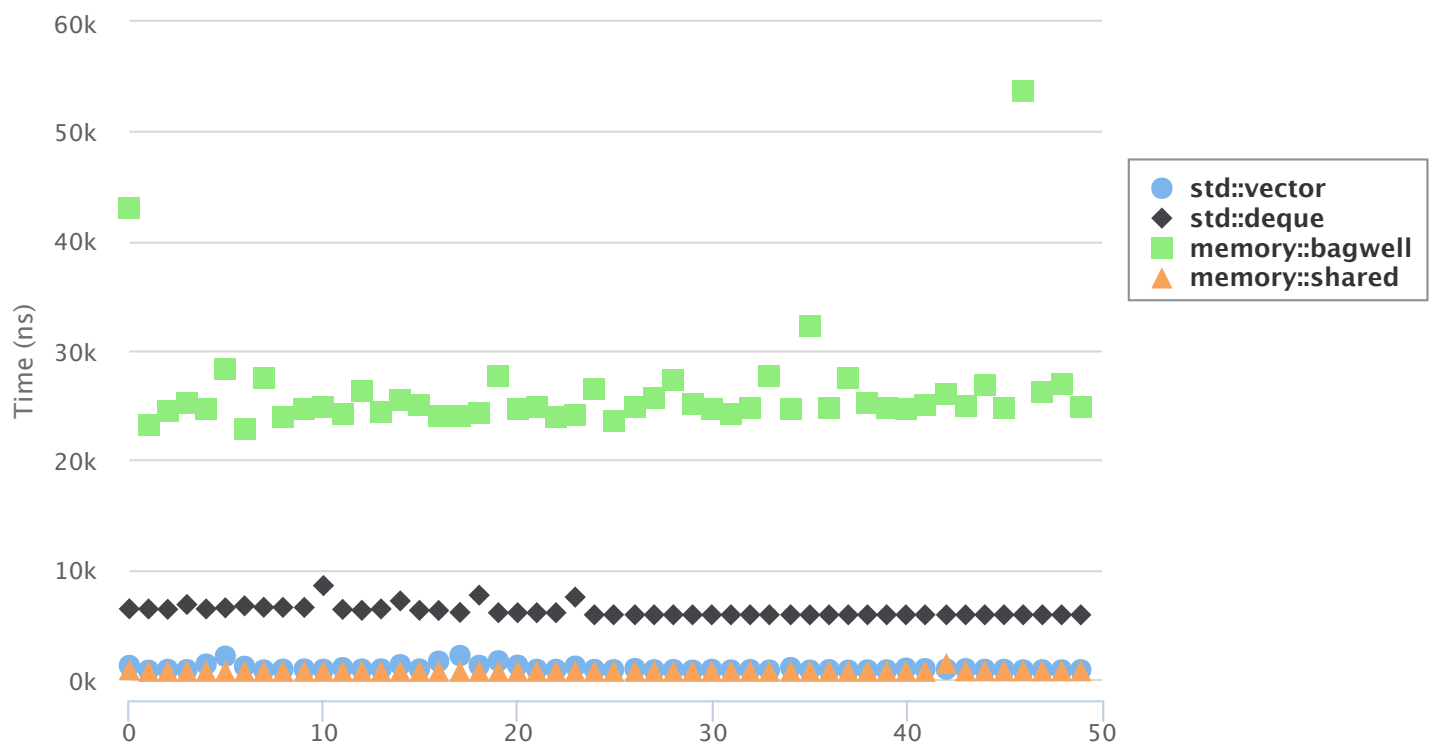
## Linear Indexing — 1000000



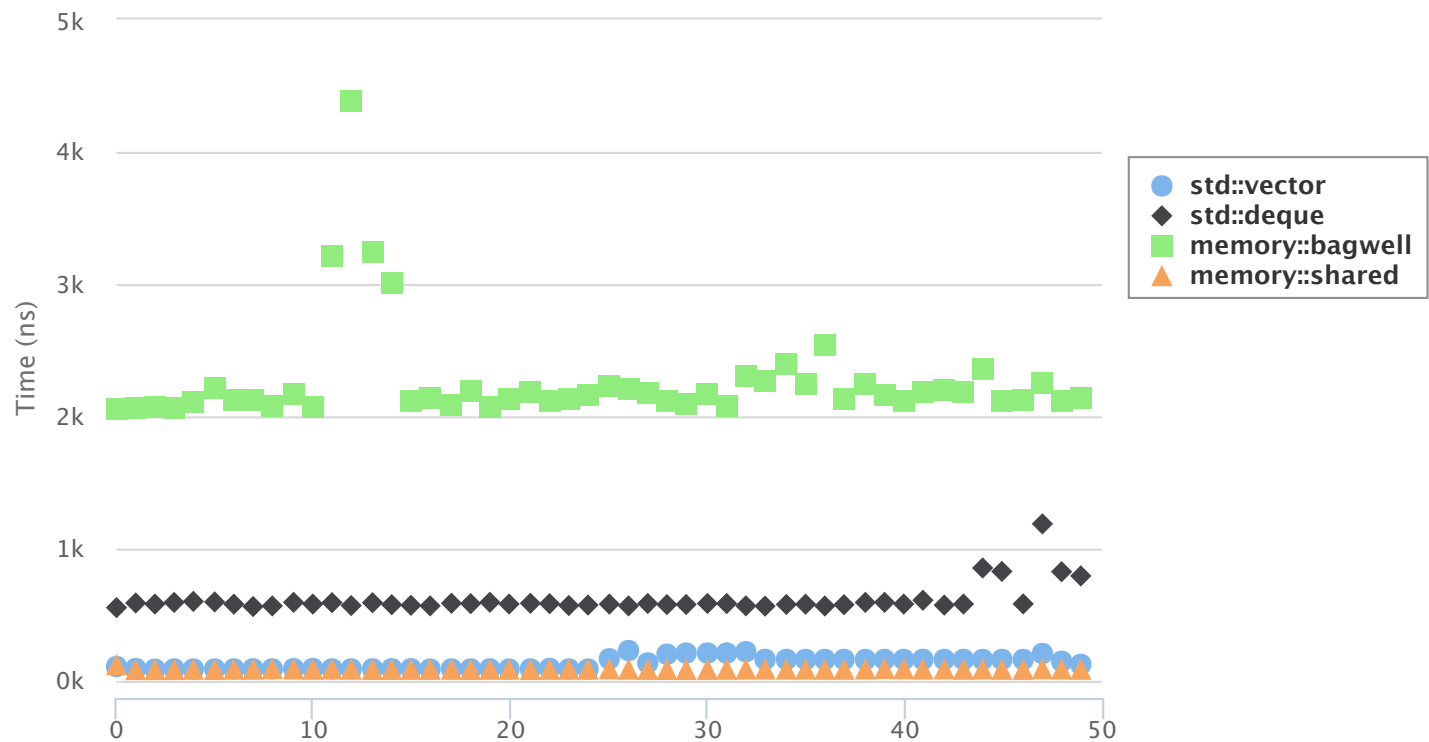
## Linear Indexing — 100000



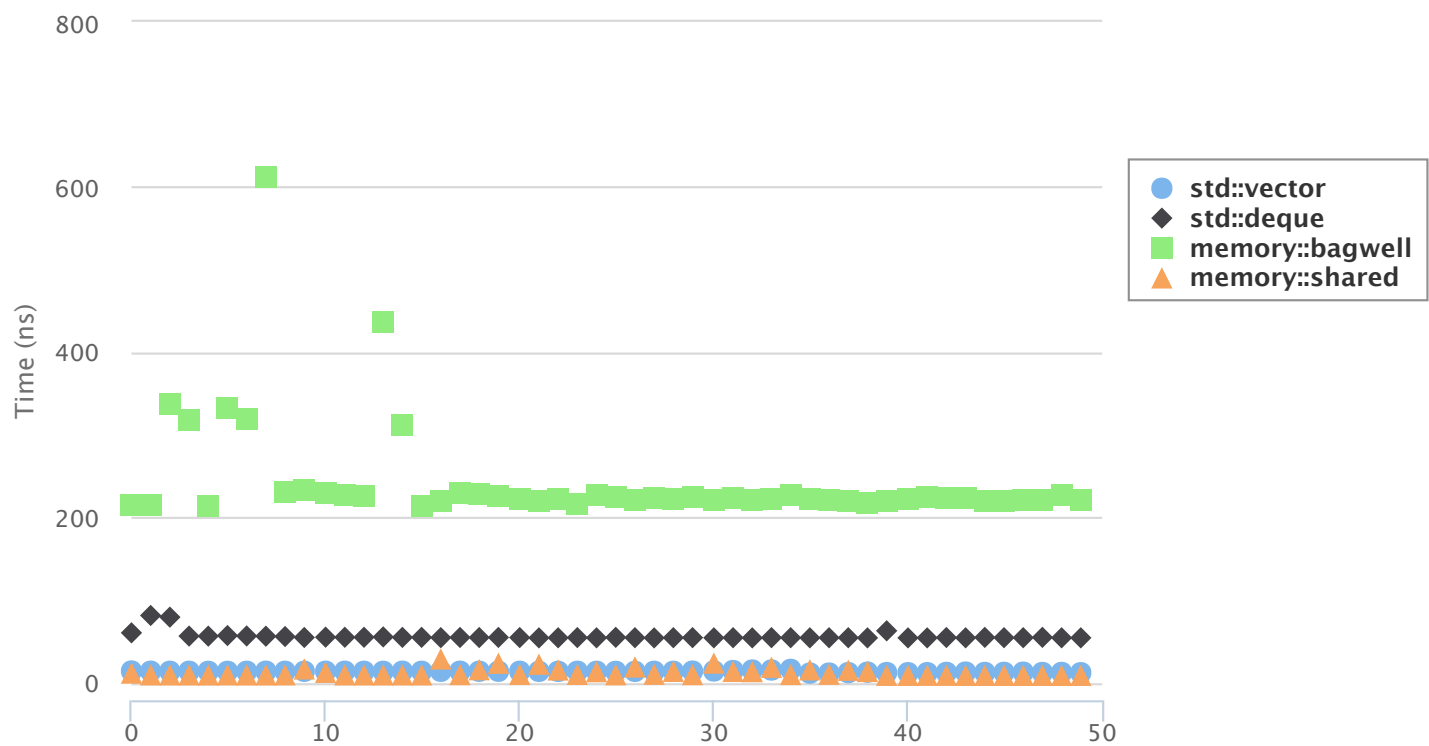
## Linear Indexing — 10000



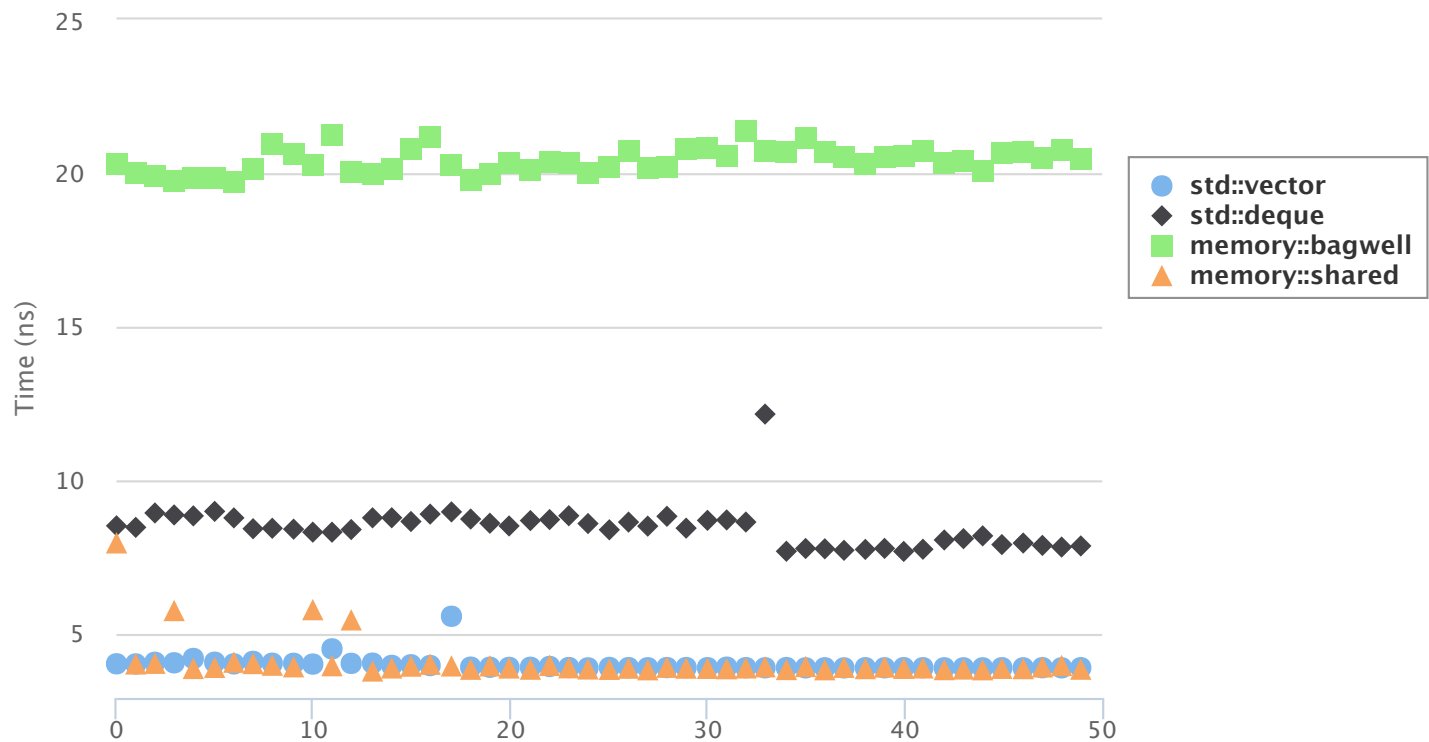
## Linear Indexing — 1000



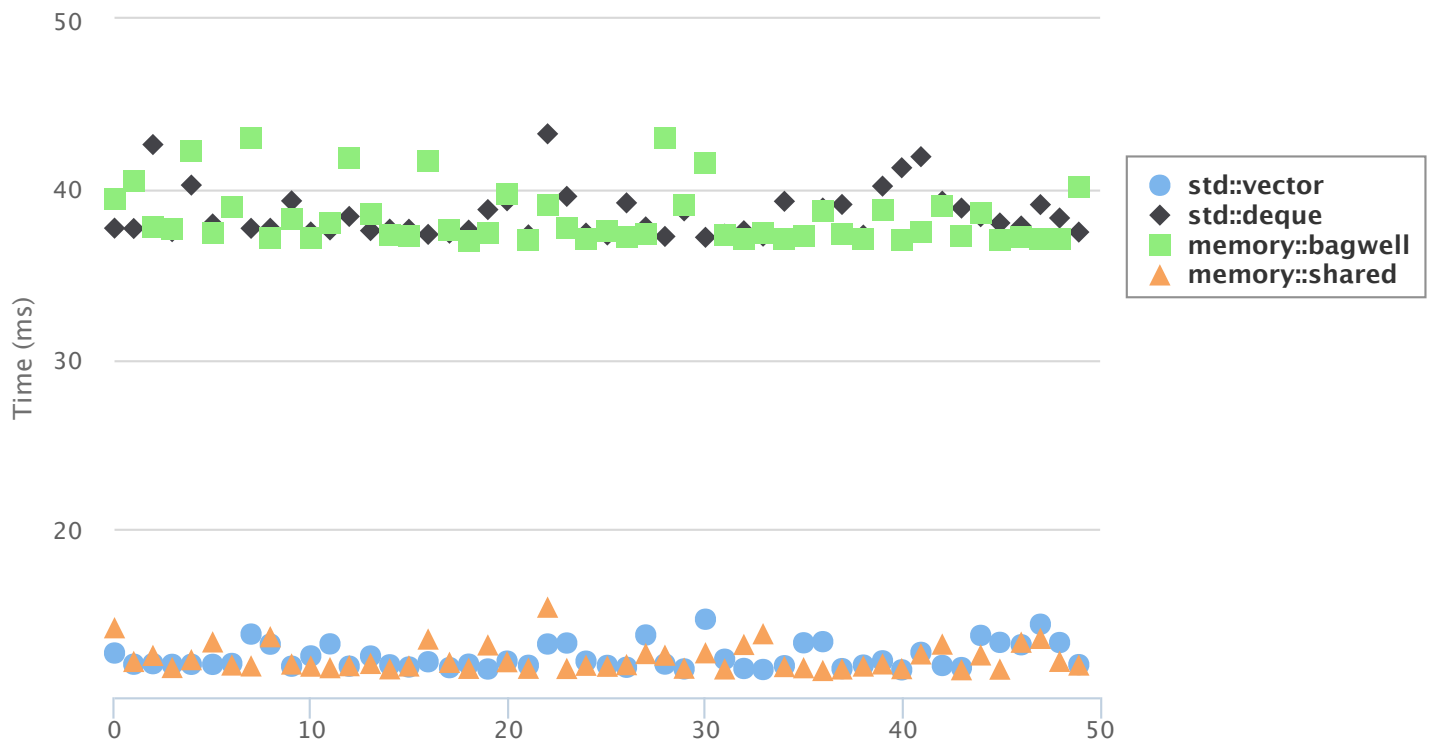
## Linear Indexing — 100



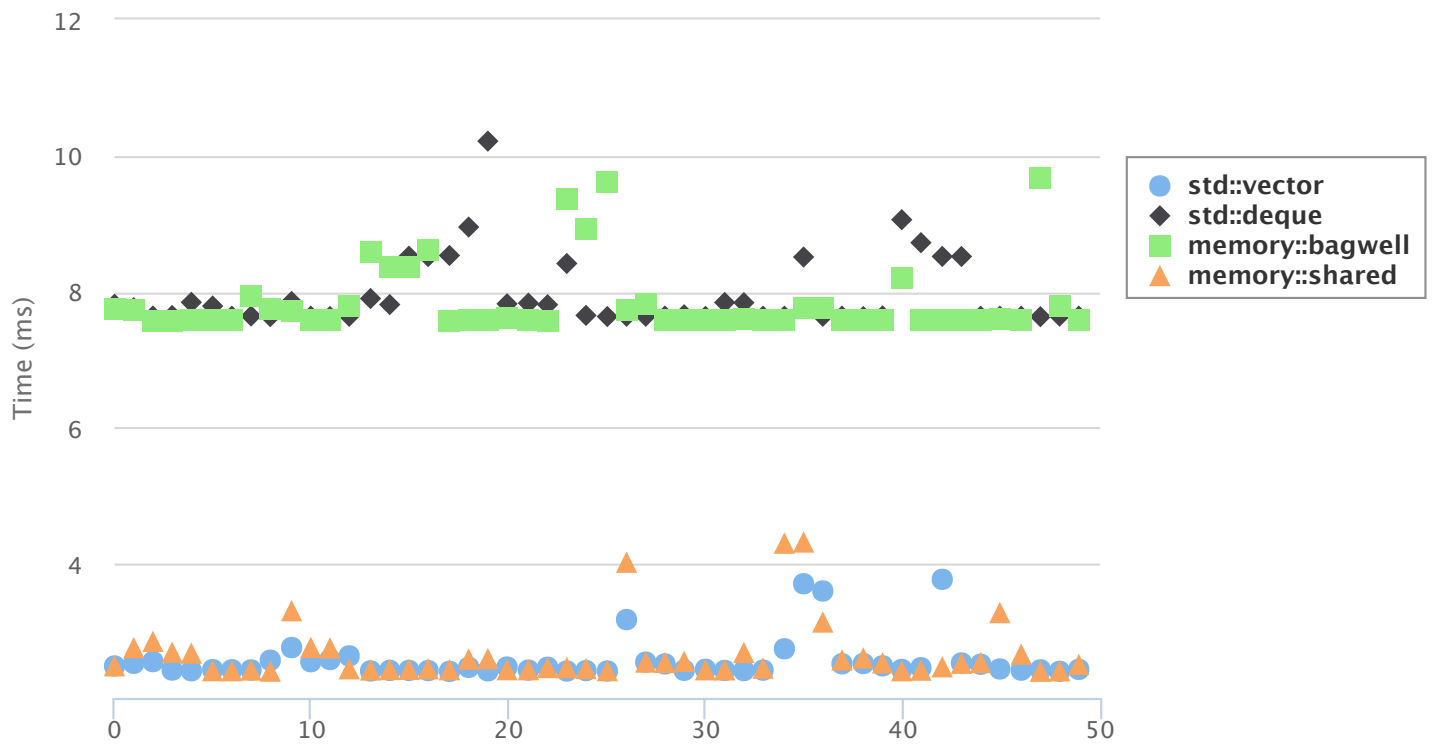
## Linear Indexing — 10



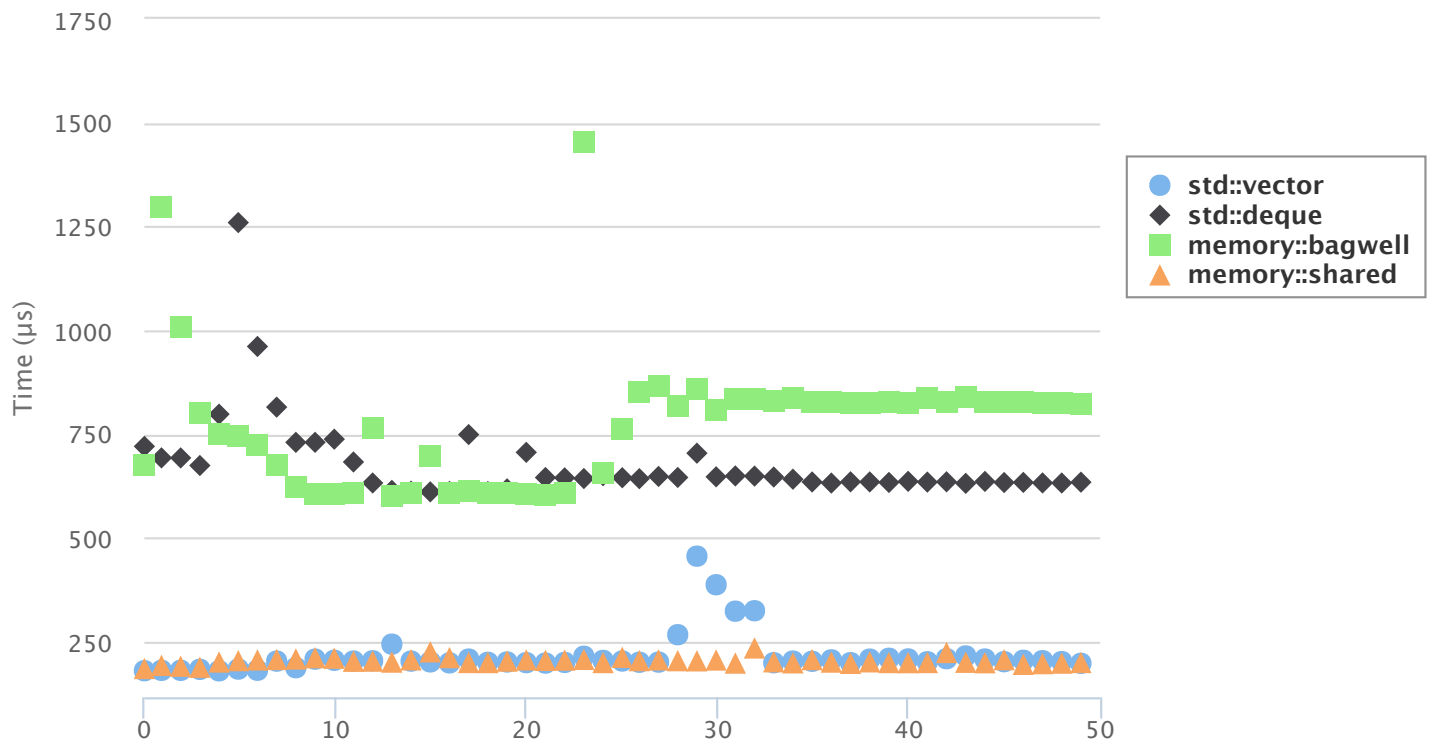
## Iterators — 50000000



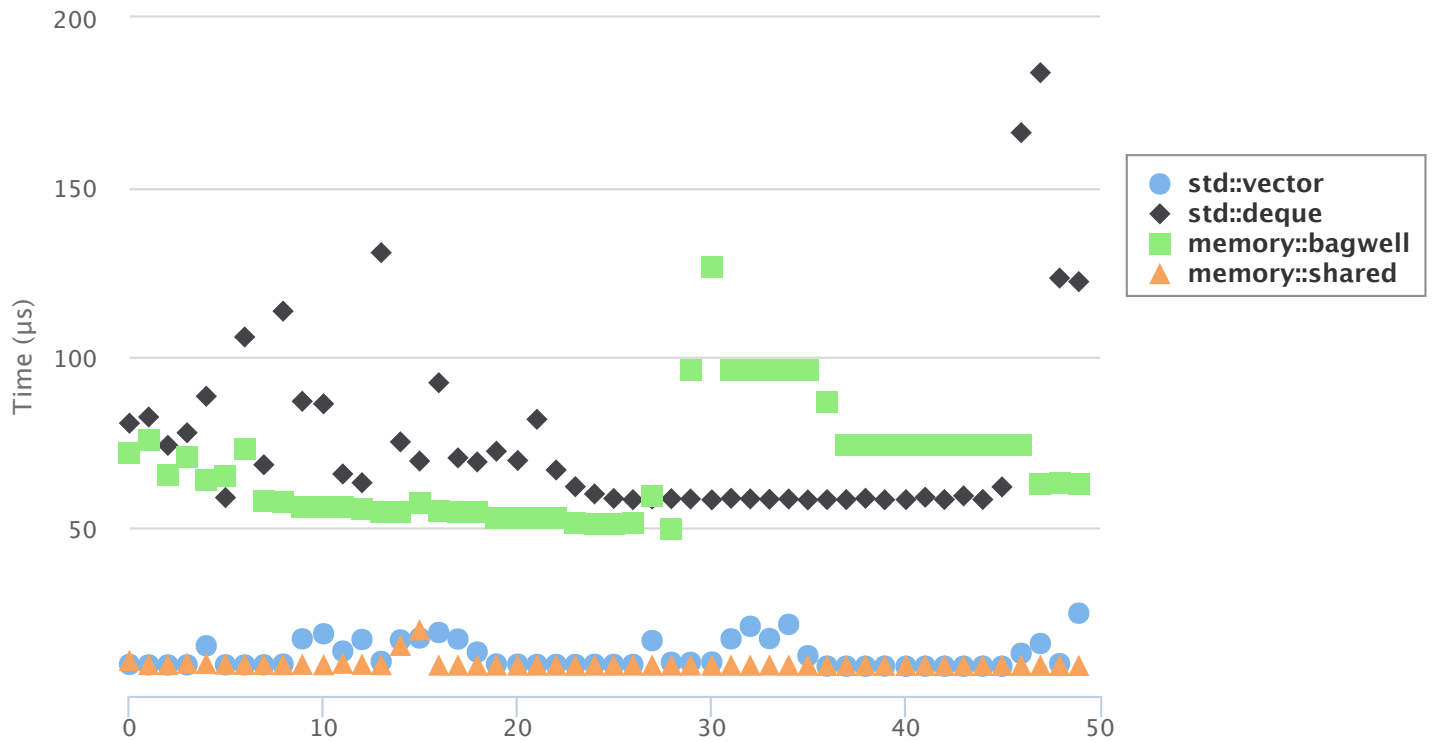
## Iterators — 10000000



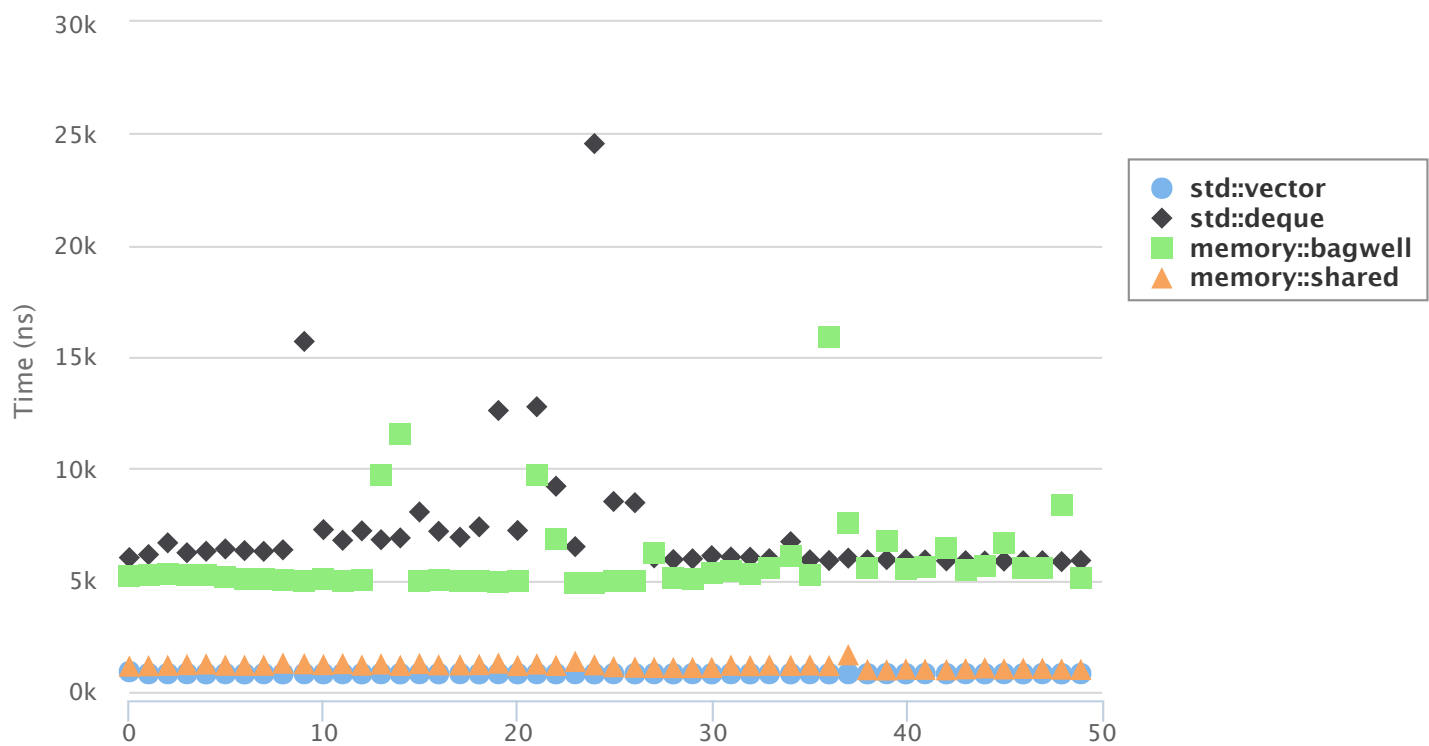
Iterators — 1000000



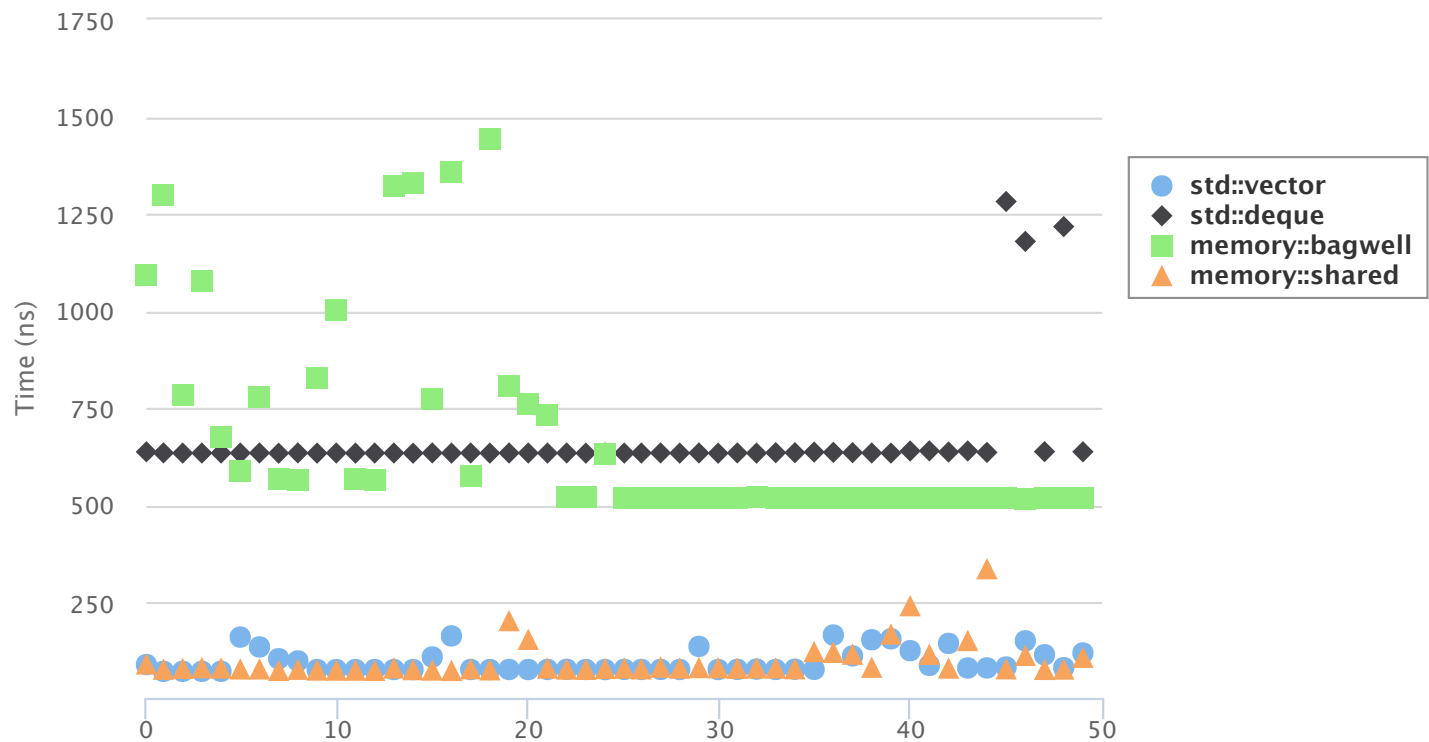
Iterators — 100000



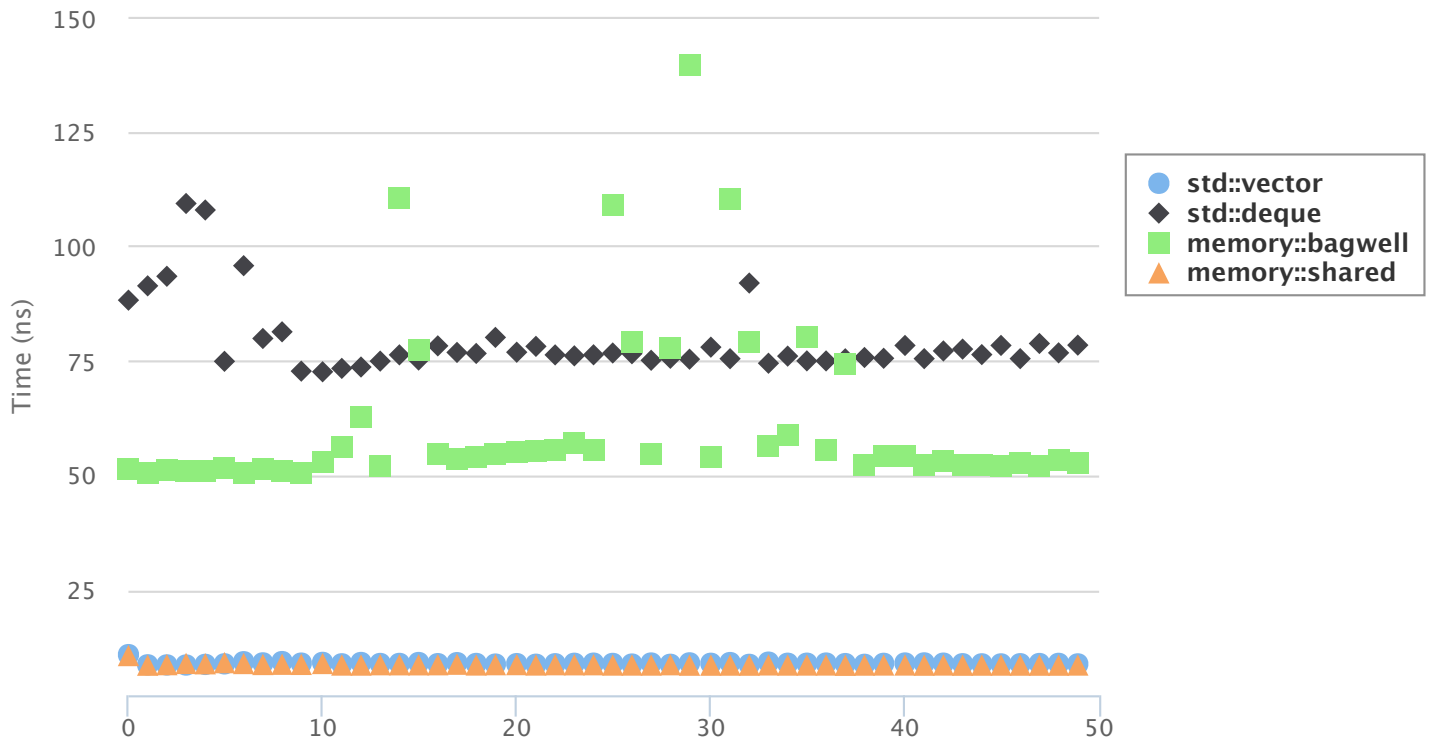
Iterators — 10000



Iterators — 1000



Iterators — 100



Iterators — 10

